Devin Shende

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EDUCATION

University of California Santa Cruz

Sep 2025 – Expected Mar 2027

Masters of Science in Natural Language Processing

Santa Clara, CA

• Relevant Coursework: Introduction to NLP, Deep Learning For NLP, Data Science and Machine Learning Fundamentals

University of California Santa Cruz

Sep 2021 – Jun 2025

Bachelor of Science in Computer Science, Minor in Spanish Studies, GPA 3.2

Santa Cruz, CA

• Relevant Coursework: Introduction to Artificial Intelligence, Applied Machine Learning: Deep Learning, Computer Vision

Technical Skills

Programming Languages: Python, C/C++, JavaScript, Dart, HTML/CSS Natural Languages: Fluent in Spanish (awarded Oregon State Seal of Biliteracy)

Libraries: PyTorch, Keras, Pandas, Tensorflow, Sklearn, Flutter, Flask

Developer Tools: AWS, Google Cloud Platform, Git, Docker, VS Code, CAD

Concepts: Machine Learning, HPC, Parallel Programming

EXPERIENCE

HPC Software Engineer

Jun 2019 – Present

Para Tools Inc. Eugene, OR

- Contributed to DOE funded project TAU Commander. Improved reach of the TAU profiler to be more user friendly. Integrated Python support, supported Chrome browser for trace visualization in the TAU Commander workflow, and tab auto completion of commands.
- Created ParaTools chatbot, leveraging ChatGPT and Gemini APIs to improve developer productivity with LLMs.
- Made promotional videos for Adaptive Computing Inc.'s ODDC cloud software for ParaTools Pro for E4S[™]: Extreme-Scale Scientific Stack (E4S). Worked on testing of E4S containers on NVIDIA H100 and AMD MI300A GPUs to develop and train new machine learning models.

Data Science Intern

Jul 2023 – Aug 2023

San Diego Supercomputer Center

La Jolla, CA

- Conducted in-depth exploratory data analysis (EDA) on BurnPro3D wildfire simulation data, leveraging data visualization tools to correlate key features for runtime prediction and produce an optimized dataset for models.
- Framed the runtime prediction challenge as both classification and regression tasks, developing and evaluating multiple machine learning models to predict runtime as accurately as possible.

PROJECTS

EventMap | Flutter

Jun 2024 – Present

- Lead developer on team of four to build an application to find ongoing events on campus.
- EventMap LLC was incorporated and has a patent. Published on the Apple App Store

Hurricane Damage Prediction | Python, Keras

 $Oct\ 2024 - Dec\ 2024$

- Collaborated on a 5-person research team to integrate additional data sources with the goal of enhancing model accuracy for damage classification in a dataset containing satellite images of houses after hurricane Katrina.
- Designed and trained CNN, ResNet, and Vision Transformer (ViT) models for binary damage classification using before-and-after hurricane images. Enhanced the original Kaggle dataset with additional satellite imagery to see if we could improve performance.

Miscellaneous Activities

Head Climbing Coach

Sep 2023 - Jun 2025

Santa Cruz Climbing

Santa Cruz, CA

- Head coach for UCSC collegiate climbing team for two years. Led twice weekly practices, created custom training plans, organized group travel and social events.
- Coached athletes who placed top 5 in the west coast and went on to compete in USAC Collegiate Nationals.